

ZAP

ISSUE 4 SEPT/OCT 60p

Our first SAM game review

D.O.E.
[?]

MATT BIEBY
TALK...



EDITORIAL

Welcome to issue 4 of ZAF; but where's the "Advanced Programming" bit gone? Well for the complete run down on this, see the Executive Editor's reply in a reader in the Letter's page; all is revealed!

Speaking about letters: again poor Mac asked me to plea for more correspondence from you out there, as he spends most of his time sitting at his desk; him and his computer collecting dust, looking more and more like a garden statue that's been pelted by pigeons. So get those pens scribbling today; who knows the star letter prize may be yours!

Well as the Summer draws to a close, the nights get longer, and ardent Spectrum/SAM owners spend more time at their computers in the evening, perhaps some of you could take up the challenges set by Martin in his *Spectrum* column, or if you've any program listings, or game hints/tips to share with all and sundry, we're more than happy to hear from you. Also this issue, our beloved EX-ED, writing from his attic above, brings us his own grand tourneys in his new column, beginning with his recent trips to the Farnell Fair in London. You can expect ZAF to bring you more show reports and news of exceptional interest in issues ahead, as well as a few interesting features from our band of merry contributors. So settle back, and read the rest of this issue, and hopefully we'll see you in November. All the best! D Blackburn.

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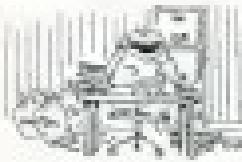
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COVER design by D Blackburn.



LETTERS with **Z-A-R**

Welcome to "Letters with Mac", which this issue really should be called "Letters with Our", since my fellow editor is busily engaged in important matters (i.e. decorating his lovely homestead), and as a kind gesture, I volunteered to stand in his place for this issue. But enough of that, let's plunge into this month's mail, beginning with a letter from a veritable STAR on the Computer Mag beat:

Thanks for sending me issue two of ZAI. I really enjoyed reading it and I hope you saw the plug I gave it in the Express Spectro column a month or so back. Look forward to issue three! Keep up the good work with the mag and I look forward to hearing from you as soon as possible.
Yours Sincerely, ROBIN ALWAY, NOW COMPUTER EXPRESS.

On behalf of Dave, and the rest of the "Z-Team", we thank Robin deeply from the bottom of our hearts for his kind letter. You will be pleased to know that Robin will hopefully give us an interview; he appears in a future issue. Now on for that next plug...

Dear Sir:
Re "Advanced ZAI Programming", could you explain the significance of the word (or term) ZAI, and the programming to which it refers.

Yours Sincerely, JACK GIBSON.

Well for a reply, I had to ask my old pal David to come down to the letter's office to handle this personally; after all it was he who thought up the title in the first place! Over to you Dave... To put it basically, the "ZAI" is a pin on the Z80 processor chip, present in all Spectrum computers (also, of course, in the SAM), which as any programmer will tell you, is

the chip that is at the heart of the computer which runs the computer's programs. (Which is where the programming bit comes in.)

As for "Advanced", well this isn't the first rename I've done, in fact I did one same two years ago, which sadly never got past issue one. This one, is certainly much better than the old one!

But going onto the new logo, and title, I and my cohorts felt that it was too much of a mouthful, and that readers were confused by what it meant, so as of now, we've changed it to the shorter "ZAI", which is more catchy. Please write in to express what you think of the new name, and logo. I and my teamates are always eager to hear from you out there!

Thanks for your time Dave, but I think you better get back to the office, as I think I can hear the phone ringing. (It's probably that magazine asking for adverts again!) Well, that's it for this issue. But before I go, please note that this is now the permanent place for the old letter's page, so now more than ever, this is the chance to see your name in print. Hopefully Mac will be back next time, so until then please do write with your comments, as we're always eager to hear from you! (Hasn't that one been already used?). Bye!

AD PAIRS

We have a regular readers classified section, catering for: FOR SALE, WANTED, UNDER £10, PEN-PALS, NOTICES, EVENTS, MESSAGES, ETC. Charges are 50p, for up to 30 words.

Mail Postal Orders/Cheques payable to ZAI (Programmer).

Send to - "ZAI", PO Box 488, TROEDDALE, TELFORD, SHROPS. TF7 4SU

Trade Ads prices on request. Any ads printed, as long as accuracy is not encouraged.

SOAPBOX

WITH
Martin Schools

Life on the hard shoulder, or,
The not so fast lane.

Hi there readers! Martin here again with a mix of ideas and opinions.

First it's a great pity that some suppliers of software can't or won't spot the difference between Public Domain and Shareware software. It is also a pity that some computer magazines continually allow some of their advertisers to get away with telling their readers. Well, lets face it, advertisers spend thousands; individual users only pay the cover price of the magazine!

Secondly, how would you feel about the idea ZAT setting up a PD library for the Spectrum, Sam and Commodore 64 computers? We feel that amongst our readers there exist some programmers of considerable ability. So how about it? If you think the idea of a PD library is a worthy consideration, then please drop me a line. If we get enough positive replies, then this idea will definately become a worthy asset to ZAT, and it's readers.

This brings me on to another point. I am along you with a CHALLENGE! I want you design a game capable of running on my old Spectrum 128 (real as in Uncle Clive reckoned, not an A.S. badge job!) only I don't want a game as such, but a program which I could explore and perhaps interact with. A program which would perhaps be a combination of Arcade game, but not involve heat-sinks, or Adventure game but which would not have any complex puzzles to solve.

You might think I don't know what I want and you may well be right. The closest thing is Little Computer People you know, the one with the little chap in the computer, but that's about 200 of what I want.

Please send the programs in to the usual address, on tape, but please use a padded envelope! It will be interesting to see exactly what we get. Perhaps we could produce a compilation cassette of the best entries. Well, that's about it, but let me pass you then the FASZ organisation poses a threat to the future of the computer industry, and I would very much like your opinions on this subject. Any discussions, 500 words or so, SEND THEM IN TO ME PLEASE! (Mark your envelope SDAP024)

CLASSIFIEDS

WANTED

ADVENTURE CALLED BEATLE-QUEST.
INFORMATION TO FORBES SOUTH, BOX 21,
MATAURA NEW ZEALAND.
UTILITY 'THE WRITER' 48K OR 128K
VERSIONS TAPE ONLY APPLY TO
O LEGSBURY, ZAT ADDRESS.

WANTED GAME "MR WIMPY" CONTACT
J BLACKBURN VIA ZAT ADDRESS.

FOR SALE

ONE TASCO TELESCOPE, 320X60 MM,
COMES WITH LENSES, BUBBLETS AND
TRIPS, IN ORIGINAL BOX.
BLACK & WHITE TV, PORTABLE, GOOD
WORKING ORDER, NEEDS NEW ON/OFF
SWITCH. CONTACT WITH OFFERS
G. BLACKBURN VIA ZAT ADDRESS.

MESSAGES

WHERE ARE THE FRACTAL FARM OR ANY
FRACTAL DISCIPLE/+D OR SAMOUSA
ENTHUSIASTS? CONTACT FORBES SOUTH, BOX
21, MATAURA NEW ZEALAND.

INTERVIEW
with..

MATT BIELBY (Part 1)

(Please note: Due to the length of this typed interview, some of the questions & answers have been edited for length. However, the original meeting is unchanged.)

What is your name?
Matt Bielby

When were you born?
Well I was born in 1965, in November, so that makes me 24.~

Are you married or single?
I'm single

What hobbies or interests have you got?
That's quite a hard one! Lots of things, but what?

I'm into comics. I'm into magazines. I'm into reading. Private cars quite a lot. I'm into books, the into writing. I'm into health. I'm into some music, films I like.

What else do I like? Windsurfing - that's sort of sailing as well. Don't know really. I like comic a lot of things!

What sort of comics do you like?

I like Frank Miller. I like Alan Moore. I like most of the British comic pros. We tend to use a lot of comic artists for the covers of *Your Sinclair*, and it's quite fun talking to them. There's people like Glen Fabry, who is an artist we've used quite a lot lately - he comes down to see us, the last time he came down here, he got into a fight in a pub in Bath which was quite embarrassing!



I like quite a lot of comics really,

What do you think of our own strip, *Swallowtail*?

I thought that had a lot of potential. I've not read it as such, I didn't read the story particularly but I looked at the pictures. I was quite impressed. I think the artist could go quite a long way. He reminds me a bit of Ian Gibson, people like that in his style.

What are you likes and dislikes?

What do I dislike the most? I don't like hangovers, I don't like very high buildings and getting stuck up trees and things like that. I don't like - I don't know really. I don't like lots of things.

What is your most embarrassing moment?

My most embarrassing moment? Oh my god! Well, my most embarrassing moment, I'm not going to tell you! I'll have to think of about my fifteen most embarrassing moment which is about as much as I'm willing to admit to - but what can it be? Let's come back to that one, I'll try and think of it!

What was your most pleasant experience?

I'm not telling you that one either!

Your favourite and least favourite foods?

Oh God! Least favourite food was what I saw this morning when I woke up and I saw the Chinese that I'd eaten last night and the remainder on the plate and thought that looked so revolting that I don't know how I could have eaten it! The most favourite food - I like curries, I like Indian, I like Italian food. I like Brussels a lot!

What are your most and least favourite television programmes?

That would have to be "Trapdoor", which I watched this morning just before I came down here. I also like "Baywatch". I like the sort of really crap programmes, I like programmes with fish in - like Jacques Lebeau sort of programmes, under water programmes and I like lots of the top big drama things like "Bradesthead Revisited" and "The Edge of Darkness", that sort of thing. I like comedy things like "Blackadder" and stuff, and I like lots of things.

Least favourite would be "That's my dog", although I quite like that as well really (is that still running? D.L.)

What are your most and least favourite films and books?

Oh my God! I have lots of favourite books. I like "White like Moon" a lot, and I like books by an American author called Thomas Pynchon but I like a lot. I quite like "The Once and Future King" by T. E. White. I like lots of books.

Films, I like "Lawrence of Arabia" as my favourite film.

Who is your most and least admired person?

Most and least admired? Oh my God! Well, this interview will continue next issue in computer industry, or just in life in general?

Most if you liked

In the computer games industry, I have a quite lot of favourite people I have a lot of favourite people that I just like because they are friendly and nice. There's some of the PR, (Public Relations-David) people are very nice to me and some of the programmers also, and the people that run the companies, but I couldn't really choose one particularly, it's quite a friendly industry. I like a lot of people. And I dislike a few people I've met as well! But I don't think it would be very polite to say who they are! In life, I don't really hate anybody people very much. There's lots of writers I like, people like that.

How did you start your magazine career?

I got a job on Computer & Video Games at the beginning of 1990, it was advertised in the Sun and I'd seen universally and was just reading around really I applied for that, went for an interview and luckily got the job! The interview was with a chap called Eugene Lucy, who was the editor at the magazine at the time, I worked there for about 8-9 months. I was approached by Teressa Maughan, who was the editor at Your Sinclair at the time, because a guy called Kieran Brendan, a bit complicated this, had left and gone to work on The One, when that was launched. He was the editor, so I became the new Deputy Editor of Your Sinclair and then when Teressa got promoted to publisher, about 4-5 months later, I became the editor. So, it was a fairly perilous route really!

Teressa is now working on Zero! Zero was initially intended to be a sort of Your Sinclair for 32 bit computers and it's sort of gone the other direction now, but it's still probably the magazine that I think is closest to Your Sinclair out of all the computer magazines.



What a hectic month this been for me, as I write this column in August.

I've only just got over the effects of too much sun, in too short a time, (I'm not sunbathing again, for quite a while!) Not to mention all the Rushing up around Shropshire I've had to do for unspoken secret meetings with David and the others about future projects, meeting our new technical staff writer and fusing other minor little details! (Malcolm & Darren, can be rather over perfect at times!)

Anyway, I found time to relax and to finally load up a tape that had been sent to me by John Wilson (Zenobi Software). This tape is the compilation - "The Best of the Indies" - a set of 6 games that have been endorsed by the one & only, Mike (the bearded one) Gerrard. These games were previously available for round about a two to three pound apiece, whereas this tape is a mere four pounds.

Here is a quick rundown, & review of the contents...

DOUBLE AGENT (TARTAN SOFTWARE)

This game casts you in the role of two agents, whose mission to collect samples from an alien planet, captured by alien rebels, has gone wrong. Their torture has rendered them only capable of understanding simple commands. One agent is strong, but intellectually lacking - the other, the opposite.

Your mission, is to return with samples, and particularly, a crystal which is polluting the planet.

Comments

A very unusual game, that certainly requires a lot of thought. Not an easy game, but worth persevering with.

CLOUD 99 (JUNIOR PROJECT)

Jack Frost has been musing about with the weather. Your mission is to explore the weather city, in the clouds, and to attempt to right Jack's wrongs.

Comments

A nice, simple idea. The game is deceptively easy to start with. That was the mistake I made!! It does need a great deal of logical thought, although the easy stages are quite straight-forward!

LABOURS OF HERCULES (TERRY TAYLOR)

Travel back in time to the days of Greek legends. Here, you play Hercules - who, to avenge for his murder of his family (although he was tricked into it), must solve 12 difficult tasks.

Comments

I can't say too much on this game, I couldn't get far enough. My Greek mythology just isn't good enough. However, this is a well researched game, with a novel plot idea.

DOMES OF SHIA (PERVER SOFTWARE)

Set on the dying planet of Olaxac, as one of the tribe of Shia, your quest is to find a way out of the enclosed valley in which you live and to discover the remedy of the "cold fear".

Comments

A rather straight-forward adventure, in the classical style, which sets you a rather tricky task! Nice usage of 'PSF' Characters (pseudo intelligence) in this "PAW"ed game which should take a while to overcome.

The Secret of Little Hodcome (ZENOBIA)

You have been banished a small cottage in the quaint village of Little Hodcome. Sounds nice, except that the village has been enveloped in a veil of evil! You must seek the only man who has the means to lift the curse from the village.

Comments

I have a terrible confession to make

about this game, I became stuck in the first few locations! However, I rate this game highly (from what I have seen) and recommend it to more advanced players.

Retarded Creatures & Coverts (ZX81/11)

Guide Algernon the Beggar, in his quest through the realms of Retarded Creatures & Coverts in search of great wealth, untold riches and more important - a good meal!

Comments

This game is a follow-up to Zenobi's "Golto" stories - except this time, Golto has decided to chicken out of the quest, and send his friend instead!

A standard Zenobi humorous adventure, sizing with atmosphere and problems! Recommended for Role-Players, if they like their hobby set up!

All in all, I can totally recommend this collection for any keen adventure player. Particularly as it has something for most tastes. To get this collection, contact John Wilson, at Zenobi Software for details, at this address:

26 Scotland Tops

Culgate

Rochdale

Lancs. OL12 7RQ

and don't forget to mention ZAT!

Just a brief word about Omega Software. It seems that they have gained the rights, from the Blyton Estate, for an exclusive - SAM only adventure, based on the "Famous Five" stories! Could be interesting!

I hope to review this in time for next issue.

Till next time,

A.V.



ARCADE ALLEY

Welcome to arcade alley, where we will bring the latest (or not so latest) hints for all your games. We won't touch adventures in this column - Andrew can deal with them in "Mind Games". Here's a few tips, mostly from one of our new contributors - Joseph Crawford.

Treasure Island Dizzy

On the title screen, hold down P, Q and A, and without releasing the others, press (N)I(R. When the game starts, let go, wait a sec, and press C. This will turn Dizzy invisible!

Pressing Z moves a screen to the left, X moves to the right.

Pressing SPACE restores Dizzy to norm. (Tip tested by Garret)

Just the Eagle's Nest

Wait on the loading screen with game still playing, type in one key at a time, "PETELIMES". This gives you infinite lives! (and if I remember, you need them!) (Just the Eagle's Nest)

Obtain a high score, then type one of the following:

DAS OFF (infinite lives), DAS MAP (no enemies), DAS MAP (displays map), MAP OFF (not sure what this does).

Street Hassle

When in the middle of your death kicking(), hold down L. You are asked if you wish to skip levels or not. Press R to return to where you left off - with more energy and lives.

Joe Blisde

Not sure which one, possibly the first, 128k owners hold down keys ANDY on the selection screen. Not lives, but interesting anyway! (Tip supplied by David)

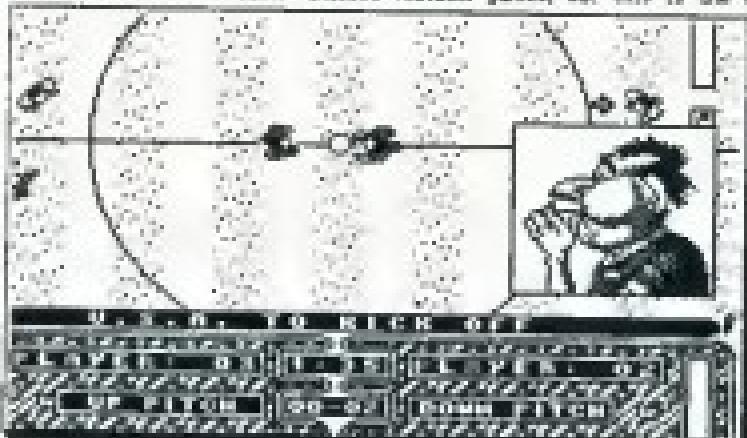
New Zealand Story

Type in TLUFFY & PHILIP on start-up screen. A lot closer than the Amiga cheat mode trigger!

PLAYPEN

Addis Championship Football. Ocean. £9.99
- £29k Only!

It's hardly surprising, due to World Cup fever, that this year's game market will be flooded by football games. This game, one of 18 to be released in the next few months, is pretty good, although time will determine, after the other 17 have been released, which one ultimately becomes the No. 1 best seller. The scenario is straight-forward: the 24 best world teams battling it out to claim the title of "Champions of the World". After choosing your team, the computer selects the draws determining which four teams you have to play. If you survive, you go through the finals until hopefully you



reach the grand final. The majority of the game is menu driven (like Cyberball), enabling you to choose not just your team, but colour fan notebooks to check for results, football and boots to see who won the toss, pitch diagrams to change the formation of your team (there's a varied selection to cope with many strategies to win over your opponents), and options to define control, length of game and whether you wish to listen to the very stylish, catchy piece of electronic footy music.

Before the game there is the traditional

coin toss, and then the pre-game battle. The graphics are excellent, showing a overhead view of the field, and unlike Cyberball, the two teams are better defined [the opposition are mostly black and both set of sprites stand out well against the green background]. Players kick the ball to whatever direction you choose; kick and sprinting power is also controlled by you. The game rules are standard; any foulplay or fouls are quickly dealt with by the referee (who for a sprite has a very big nose indeed!). You have the option to save the game to tape/disk, if the need arises. The speed of the game depends upon your reflexes, although if you play the computer, you do need to act swiftly, as it's very devious with its gameplay.

The game isn't original; there have been endless football games, but this is one of

the best that I've seen, and that's from someone who quite honestly loathes football (I prefer the American type). If you're lucky, you may catch the accompanying copy of New Order's official England song 'World in Motion'. Frankly after hearing my little bro singing it endlessly through the cup matches, I liked it a lot (but my singing of it has a lot to be desired).

RATING:
GAMING 70% JAMIE 72%
THE SONG 80%

Defenders of the Earth - Enigma Variations.
Contact Enigma, (0423) 501595, for details.

Well, it's here at last! The first real SAM game!
But what, do I hear you say, is it all about?

For those of you (like myself), who have seen the "Defenders" cartoon on Saturday mornings on BBC1 (unfortunately now replaced with these turtles!), it is easy to explain. However, for those who haven't, here is a quick run down on who the "Defenders" characters are:

Flash Gaddit: The leader and founder of the team. He founded it after his arch-enemy "Ming the Merciless" decided to take a share to rule Earth. "Flash" is a top class pilot, and born leader.

Mandrake the magus: One of (if not) the most powerful magicians in the world. His abilities are useful when it comes to creating illusions & illusions.

Lethers: Very strong and rather clever when it comes to electronic gadgetry. Trained in commands styled tactics. Err... that's about it!

The Phantom: Lord of the people. Extremely agile, he can call on the strength of 80 agents, when needed. His family has kept watch in the jungle for over 500 years. (Note: the Phantom featured in the cartoon, is the 27th incarnation of this character. Not all of us people know that! unless you have read these full credits at the end of the cartoon.)

Zyby: A small, cuddly blue alien, (technically, a Zafford) rescued by one of the "Defenders" children, from "Ming"'s home world.

And of course, Flash's & Lethers son's, the Phantom's daughter, and Mandrake's young charge.

That's enough of the characters, what's the idea behind the game?

Well, the story goes like this: the "Defender's" children have been taken prisoner by "Ming", and are held in his "Fortress of Evil".

His ransom? The "Defenders" to surrender to him. Naturally enough, they don't want to!

Flash, decides to go alone, via Ming's fortress, to rescue the children. He has to deal with numerous robots, "Ming's" gigantic robot/computer "Octon", "Monger" his pet serpent and finally old green-faced "Ming" himself.

He is not completely defenceless though. He can call on the others, to assist him, jets, charms, deactivise security systems etc. when he can't beat them. Their computer, "Dynam-X" (made from the personality of Flash's wife) selects the most suitable "Defender" for each task, and teleports them to his aid.

Right, so that's the story out of the way. What is the actual game like?

"Defenders" is strikingly similar in styling to Raffaele Cucco's early game, "Toson" (although that in itself is no bad thing), and this similarity seems to include Cucco's own design style! "Defenders", is a straight-forward "Top screen" arcade game, with very well drawn backgrounds, which are based on a medieval castle, but combined with futuristic overtones - computer consoles, robot soldiers, laser cannons etc.

"Flash", himself, is a rather colourful sprite, which has been well designed, as have his many foes. Although some of the sprites (especially "Flash") lack slightly when it comes to animation. All of this is more than made up, by the characters of "Octon" & "Monger". These massive sprites have got to be seen to be believed! They must be the biggest sprites I have seen since "Dark Sector"!

The game play is fast and smooth, and I recommend you not to hang around in

one place for too long, as you are liable to be under attack from large numbers of assorted robots!

Control wise, Enigma seems to have forgotten about SAM's joystick port! This is a shame, as the game needs fast movement most of the time. The preset keys have been set to the sensible Q,A,D,P & SPACE arrangement. Sound wise, the theme music (from the cartoon) is pretty good. It is better than most music I have heard on the Speccy 128k, although I suspect, that SAM can do much better! The in-game

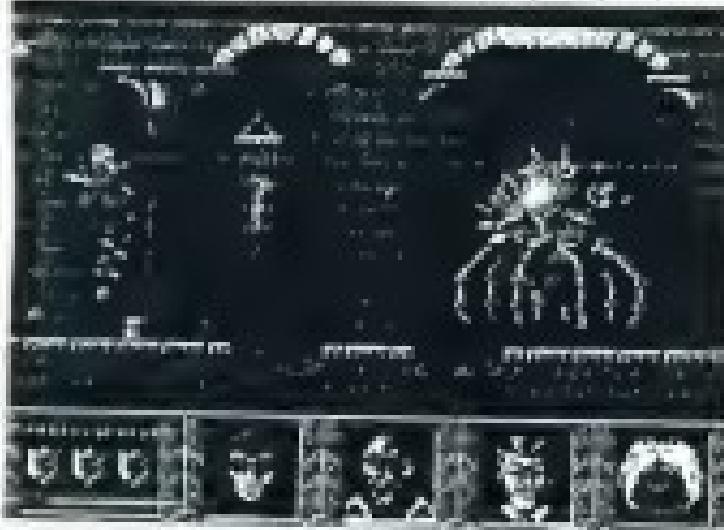
graphics - maybe not rivalling, but close in quality to the 16 bit version, and with possibly the best game play of most of the versions!

Although, I believe, this game is worth any SAM owner buying, I have only one real misgivings about it!

With all the "Defenders" characters, and with all their powers and abilities, couldn't they have done more than just open doors etc. for Flash Gordon?

Ignoring my moans, "Defenders" is, overall, almost worthy of the honour of being the first major SAM title. More to the point, it gives an idea of what SAM can manage compared to other machines. If other titles built on this, SAM can look forward to some pretty good games! I look forward to Enigma's latest shoot-'em-up!

Overall rating 89%



FX are more explosions, bangs etc. Although these are good, the lack of a nice in-game tune is a shame.

Even with all the negative and positive points taken into account, I believe, that this game is an improvement from the Speccy version, with





CHIP-SHOP

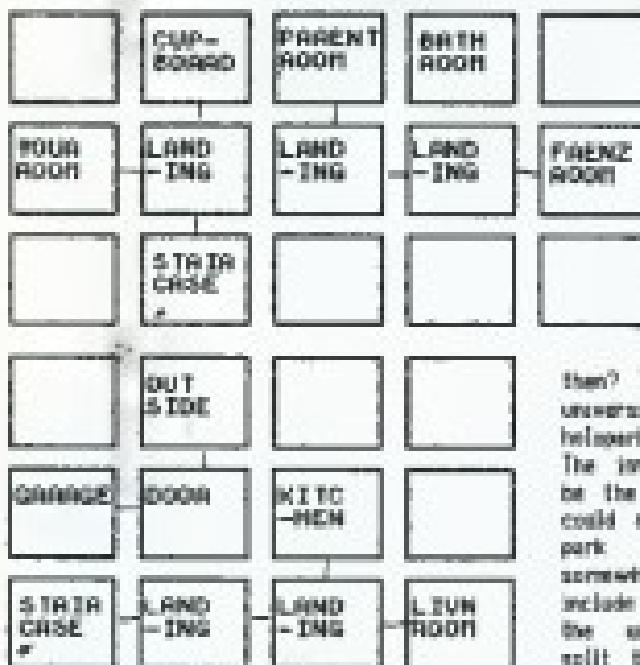
by andrew vincent

& matthew hol

Adventure programming with PAW & GAC - PT.4

Well, although I had a few replies to my asking for you to send in maps, they were not quite what I wanted. So thank you to all that sent in maps, and I hope you enjoy your little gifts!

Once town, it means that there is much fewer connections between locations. Although, if you look at the list in issue 3, there is no shortage of locations. The best thing to do, is to



look again at the list, to see what is really needed and what can be dropped, completely! After all, this is only a sample adventure - so I have no need for locations to run into 3 figures! So, how do we treat the town

then? This list includes bank, university, cafe, library & helipark.

The important locations would be the first 4 or five. (We could mention the helipark as part of a description, somewhere.) Perhaps we could include the library as part of the university? That would split the town into 3 areas,

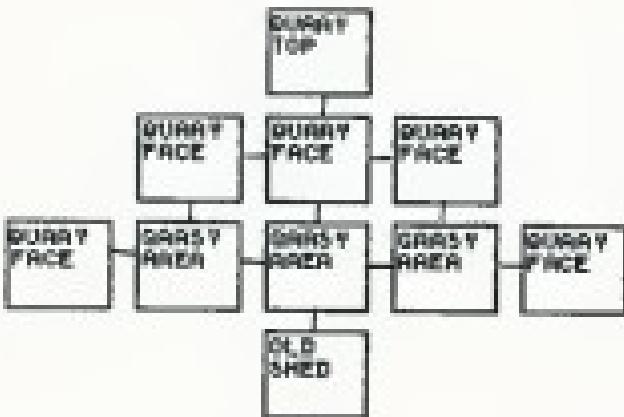
Anyways, above, you should find the map for the mirror of the friends house, & the one for the quarry on the next page. I have not bothered to include the full description of the areas, as it is self-explanatory.
The town, is a little harder to map, since I envisaged the usage of trees to

That easily makes it easier to handle than the previous amount of areas!

FIG 1. MAP OF MIRROR OF FRIENDS HOUSE.

Identical to normal house, as you can see!

FIG 2. MAP OF QUARRY SITE.



Next issue, the concluding map, the city. Also starting from next issue, I will be starting on the programming of the adventure.

Don't forget, any problems either on SAM or the Spectrum, in basic or machine code, write in!

Till next time,
A.Y.

CODE BREAKER

RST Commands - What are they?

Putting it simply, the RST commands are a set of simple Z80 instructions, which work on a similar basis to BASIC's GOTO & GO SUB commands, in the way that they jump directly to ROM routines.

Therefore, they enable machine code programs to activate specific routines in the ROM, which can save a great deal of trouble in creating your own programs, as some of the hard work is already done. However, you are limited to a rather small range of values, for the RST instruction. I.E: RST 0, RST 8, RST 16, RST 24, RST 32, RST 40, RST 48 and RST 56.

These are used in the Spectrum ROM for the following purposes:

RST 0 - Re-starts computer (system reset)

RST 8 - Error. This passes an error number to the rom, which brings up one of the familiar error messages. Also used, in the case of the microdrive, to

page in the interface 1 ROM.

RST 16 - Print a character. As mentioned in issue 3, this will display a character on the current channel (normally the screen).

RST 24 - Get character from basic line, if appropriate.

RST 32 - Get next character from line.

RST 40 - Calculator restart. Allows access to ROM's mathematical routines.

RST 48 - Make EC space. Uses SC value to create blank space.

RST 56 - Maskable interrupt routine. Increases FRAMES value and scans keyboard.

On the SAM, most of the above are followed, presumably for compatibility reasons, except for:

RST 16 - expanded for extra SAM commands. Also, cursor left works correctly, unlike the Spectrum! (This is due to a ROM bug, which has never been corrected?)

RST 48 - User RST. Jumps to address held in system variable "RST30V".

This rather natty program, is for the SAM only. Although, hopefully, in future, we will cover both machines with listings.

Anyway, this program will enable you to plot 2 shapes on the screen, and to transform from one to the other! To do this, type in the number of points the shapes are to be built from, and then type in the co-ordinates for each shape.

```
10 SCREEN 1
20 CLOSE SCREEN 2
30 OPEN SCREEN 2,4
40 CLS
50 INPUT "No of points "n
60 DIM x(3,n),y(3,n)
70 FOR m=1 TO 2
80   CLS
90   FOR n=1 TO n
100  INPUT "shape "(1:n)" point "(n,1) "x":y(n,1)y"
110  IF n=1 THEN PLOT x,y
120  ELSE DRAW 10 x,y
130  LET x(3,m)=x(n,2,m)-x(1,m))/t,
140  y(3,m)=(y(2,m)-y(1,m))/t
150  NEXT m
160  NEXT n
170 INPUT "No. of frames "f
180 FOR m=1 TO n
190  LET x(3,m)=x(n,2,m)-x(1,m))/t,
190  y(3,m)=(y(2,m)-y(1,m))/t
190  NEXT m
200 DISPLAY 2->3 MOD 2)+1
210 CLS
220 FOR m=1 TO n
230  LET x(1,m)=x(1,m)+x(3,m),
230  y(1,m)=y(1,m)+y(3,m)
240  IF m=1 THEN PLOT x(1,m),y(1,m)
240  ELSE DRAW 10 x(1,m),y(1,m)
250  NEXT m
260  DRAW TO x(1,1),y(1,1)
270 DISPLAY
280 PAUSE 1
290 NEXT b
```

You may find graph paper handy for this!

An additional project could be for features such as screen designer (rather than using co-ordinates), saving & loading facilities, coloured lines & even to alternate between 2 shapes - continuously!

Send in your programs & I will give a prize to the best ideas!

Just a final note, I intended to review the latest version of Steve Nutting's SC_Assembler this month. However, he contacted us to halt the review, as he had upgraded it further to utilise the new SAM ROM. If you wish to contact Steve, write to: Steve's Software, 7 Narrow Close, Histon, Cambridge, CB4 4XX. Naturally, mention who sent you!

Incidentally, on the subject of the new ROM, we will be reviewing the upgrade next time. It is so simple, that even David could do it!

We should also be reviewing "SpecMaker", the rival program to UBM's "Specscape2".

We should soon have a review, of the SAM Communications interface. So there is plenty of goodness for SAM owners! If any Spectrum owners, or programmers, want me to review any product - please contact me, or this column will become rather SAM biased!

A.V.

The thin, yellowish skin from the old, worn-off, skins
had ruptured back at Pari because there was
nothing to hold it on the skin underneath. Below it was
the leather's natural, reddish-brown
coloring.





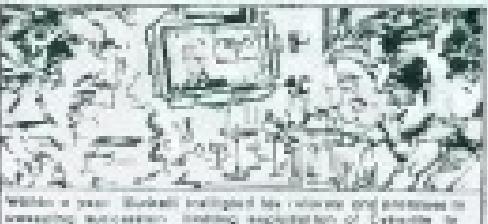
The following timeline illustrates the third year of military operations against the FARC, from January 2004 through December 2005. It highlights major military actions, political developments, and significant events related to the conflict.



January 2004: The Spanish government and the FARC sign a peace agreement in Paris, ending 45 years of conflict. The agreement includes measures to combat drug trafficking. A key factor in peace negotiations is the promise of demobilization of combatants.



February 2004: The FARC begins its first offensive with attacks in the northern mountains, including the capture of major Revolutionary base camp #20 in Caquetá. This is a prime candidate for demolition in this year's offensive, where camps and units are moved before or after major battles for the safety of their troops.



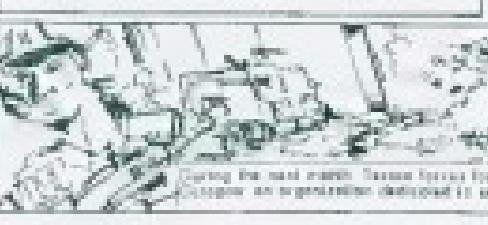
Within a year, Bushell's brigades have increased their presence in surrounding departments, initiating exploitation of Colombia's remaining freedom from existing forces. The conflict is general, but there are indications when viewing the FARC's militia with increasing disarray and loss of recruitment.



March 2004: The FARC's offensive continues with attacks in the northern mountains, including the capture of major Revolutionary base camp #20 in Caquetá. This is a prime candidate for demolition in this year's offensive, where camps and units are moved before or after major battles for the safety of their troops.



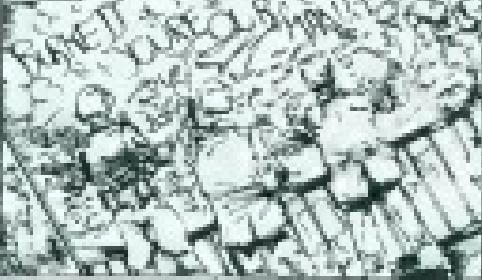
April 2004: The FARC's offensive continues with attacks in the northern mountains, including the capture of major Revolutionary base camp #20 in Caquetá. This is a prime candidate for demolition in this year's offensive, where camps and units are moved before or after major battles for the safety of their troops.



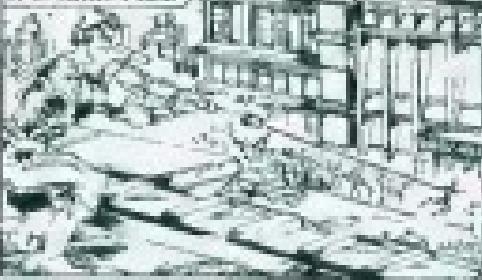
May 2004: The FARC's offensive continues with attacks in the northern mountains, including the capture of major Revolutionary base camp #20 in Caquetá. This is a prime candidate for demolition in this year's offensive, where camps and units are moved before or after major battles for the safety of their troops.



June 2004: The FARC captures the port of Puerto Asís, located below the city of Bogotá. The final series of events begins.



July 2004: Bushell's brigades from the EAF 1000, no longer seen as an effective force,



August 2004: The FARC's offensive continues with attacks in the northern mountains, including the capture of major Revolutionary base camp #20 in Caquetá. This is a prime candidate for demolition in this year's offensive, where camps and units are moved before or after major battles for the safety of their troops.



September 2004: The FARC's offensive continues with attacks in the northern mountains, including the capture of major Revolutionary base camp #20 in Caquetá. This is a prime candidate for demolition in this year's offensive, where camps and units are moved before or after major battles for the safety of their troops.



October 2004: The FARC's offensive continues with attacks in the northern mountains, including the capture of major Revolutionary base camp #20 in Caquetá. This is a prime candidate for demolition in this year's offensive, where camps and units are moved before or after major battles for the safety of their troops.

The Information Division. That had been where you the good type of
LIAISON. What then Doy I do? would happen to you? To yourself?
In the event of the PROFOUNDLY great war between the Empire
of Japan and Germany a failure? If there's anyone that you know
in the ranks in the PARADES' organization?

It's such a long-drawn-out life I'm afraid, would I
have, when I'm brought along to know what
should have happened during my stay here.

Time to return
nothing on the
process.

This is almost about the last of ever nothing you've
ever heard from me nothing but news about trees, then
tell me, who else? Our love, knowledge, your kind
caring things about the Universe, or your people
yourself and my thoughts? I don't want

Right now I'm thinking up yet another plan to be
told on you! I'm going to end it now. When I say
Mistress

"What you gonna do?"

These the following about China, could we go to
China? Is there no thinking the right is off the
map? Do you think there is based on
what we know?

Previously used. I suggest to continue
these events, one of them did take
one of what's on there, but there
are too many to take, it's hard to
choose a complete way of this
reading in the "Volume". Will you
still come back to a different one?

Can I
return

This sentence appears in our world with the original meaning having
a house. But the author uses expression, it's only were I can open
my book the author dry on his power in upper conditions his
thoughts concerned

Thinking about which, in a
time to become "Volume" in
the future when PROFOUNDLY
great war between

ACROSS THE GLOBE



Time to Post it. Raymond
Kensuke

CONTRARY TO
MY WORD ATTACK
WAS COMMUNICATED

I'm writing to you all



and a lot of influence in the way we do our business, according to Bill Prusakowski, president of the company's steel division. "It's a place where you can't just go in and say, 'I want to do this,' and there's no influence," he says. "It's a very efficient, open and fair environment, and it's something I think is unique to us here at Bethlehem Steel."



Bill Prusakowski, president of the company's steel division, stands next to a piece of equipment in the steel division's foundry. He says the company's culture is one of openness and fairness, where employees are encouraged to speak up if they see something wrong.

Cost Accounting Challenge: Steel prices are up, costs are up, and it's吃水浅的, so we're

not too many by. That's all products have increased efficiency with leaning processes. In particular, we've identified areas in which we can improve our efficiency and reduce costs.

So what's the answer? It's not that bad... And if you asked I'd say I made them face it. Frankly, it's going to take every employee, every department, if I expect them to be successful.



What they're saying: "We're not afraid of anything, we're not afraid to try new things. We're not afraid to make mistakes. We're not afraid to fail. We're not afraid to succeed."

Transport as a delivery cost: "It will be your main concern when shipping in Goodwill Circular. Reduced cost, improved customer satisfaction, and optimization around the time that it takes to be ready to ship."



Photo credit: Goodwill Industries
Photo credit: Goodwill Industries

Photo credit: Goodwill Industries
Photo credit: Goodwill Industries





COMIC KIOSK..

By Dennis Blockman

Marvel's most prominent hero has been Spider-Man. The web-slinger has always been popular; depicting an ordinary teenager Peter Parker, who considers himself a failure, except in the eyes of his Uncle Ben & Aunt May. But then occurred the day he was bitten by a radioactive spider & his life altered dramatically! As Spider-Man, he first became a TV celebrity, but after a burglar murdered his Uncle Ben (whom he could've stopped, but didn't) his desire to responsibility as a hero came to the fore.

His battles with villains like Doctor Octopus & the Kingpin, his continual persecution by Daily Bugle owner J. Jonah Jameson, firstly featured in his "Amazing Spider-Man" title. As his popularity grew, so did the number of books that he appeared in. Up until July this year, Stan Lee had 4 books to his credit (Amazing, Spectacular, Web of & Marvel Team), plus guest appearances in most Marvel titles. I said until July, because as of August, the 5th Spider title arrived on the scene called simply "Spider-Man" (what else?).

It's written & drawn by Todd McFarlane, whose just finished a 2 year stint on the "Amazing" title. Why another Spider title? Well, WHY NOT! A cryptic answer indeed, but whether the comic readers accept the book or it's getting to the point of overkill for the Web-Slinger remains to be seen. This is Todd's 1st book that he's written, and his style is similar to Frank Miller's as the story relies more on visuals than the written word. His 1st story, featuring the Lizard, is both atmospheric, horrific & is good for a first attempt. Issue #1 was labeled "A Collector's Item"; if the series in months to come doesn't become a showpiece for

any comic collection, I'll be surprised indeed as this book is truly amazing. Spider-Man is one of the heroes of the 90's titles coming out this year. Another one, features a brand new Super Hero team: The New Warriors. What makes this team special, is that all the members, are below age 20, gifted with powers, trying to uphold justice as they "perceive" it, which can lead the team not just battling villains, but the effects of the established super heroes! It's their views that are foremost expressed, as writer Fabian Nicieza wants to show that teenagers do have opinions & solutions (not all good ones!) that used to be expressed in the world today. The team's origin, is linked to the character, "Night Thrasher" whose parents were killed & has been brought up by his guardian Chord & Hal. They trained him to fight crime, but against such a force, one person is not always enough. So he recruits a team. First is Nova, (Richard Rider, a character I like a lot, who I missed when he was placed in limbo in the 70's. His revival is featured in the first issue), next is Rockette, the Sub-Mariner's cousin, Firestar (Who featured in the cartoon "Spider-Man & his Amazing Friends"), Marvelboy & lastly, the latest teen-hero, the ever-bouncy "Gambit".

Artwork is by Mark Bagley, who since winning Marvel's "try-it-out" contest, has become one of Marvel's best young talents & this is his first regular title. With regular appearances by many heroes, including soon the Punisher (Not Dolph Lundgren!), new creations like Paloma, this is going to be a book to keep an eye on!

Coming up in the next few Comic Kiosk, I'll be concentrating on what heroes are going to jump from the comic book, to the silver screen. Also, I'll be giving a few addresses of comic shows, to find those elusive back issues. Lastly, I've just completed a feature on comic characters transferred to games. So, as you can see, there's a lot to keep you occupied in the month's ahead. See you.



NEWS

FLASHES

SAM speaks out!

HIGH ALPHA ELECTRONICS, one of the 'Team SAM' members, have just released details of their speech interface for SAM. This offers the ability to generate almost any word, using allophone speech, with the sound saved through the IV channel. No need for words in the tree and all the necessary software etc is supplied. Prices begin at £100 (plus P&P) a dozen. I can assure that it is a simple to use, fully powerful interface.

The above is a mere 20 pages & £99 price, available from: High Alpha Electronics, Park, Marston, Warwickshire, CV17 2QZ or telephone (01743) 210665. Tell them you saw us!

Gamedev guitars?

ENGINO VARIETIES - the software arm of team SAM have built a range of titles on the interface blank.

Not only is their "Furvor Free" adventure due out any day but they also have a rather interesting platform game "SAM strikes and destroys the SAM robot" set the computer's which is part of a 2 game pack.

Further news to Enigo have revealed that they hope to be converting a number of existing spectrum titles soon. These include - "FireMaze" (the popular puzzle game), "Escape from the Planet of the Robot Monster" (3D arcade game), "The (the popular left-right) Head" and the ever reliable "Brain Pursuit".

All Judging titles? What about "Lethal Master & Hard Driven"? They could do with "Ad-voiced".

Contact Enigo on (01223) 441154.

The chopper strikes!

It seems that the popular weekly magazine *PC Computer Express* has

decided to clamp down on the 300+ magazine machines to increase their coverage of the more popular ones. This means scrapping the column for SAM, MSA, PLM & SAM.

SAM owners can have a touch of relief as it seems that Hobbs Away, who writes/hosts both the SAM & Spectrum columns, will never both feature on his Spectrum column.

Who did they drop the book though? Although I hate the things, there are a lot around!

Announcement

If you have any friends, who you think may be interested in ZAI, then tell them to send an 80p stamp R/H/W. Well, we are bringing out a sample issue so, in other words to try before they buy, this can cost for our sample issue.

Everybody needs good ...

Brightstar, that generates you either less or lots, is being made into a series! Shock horror!

This is due to be released by Zeppelin's new full-price label, assume to should appear as the Spectrum at the end of October (or thereabouts).

Plug time

Just enough time to get another quick pic in for P&I Electronics. Their popular SAM power supply has been updated so that the power could be turned on time. (We printer interface needed looking off) have got a rail on SAM's interface.

On the subject of printer interfaces, give Bob Brinchley a call on 0452-21190 to get details on Inread's 15 pound SAM printer interface. As usual, tell him who sent you.

Turtle power?

Due to the current non-existent distribution of these half-shell beasts, we are sorry turtle-mad and press.

Normal (?) service will be resumed in the new year!

**THE BANE OF THE PC
EXTRAVAGANZA
The Final Part...?
By D.Blackburn, M.Seeby
& D.Ledbury**

ian saw a merchant selling sand timers for the CoFFEE&&C, very cheaply too. He desperately needed one, so without further adue, he dashed over to the stall, and joined the long queue. Minutes later, he returned (looking very proud), to his fellow adventurers, carrying a parcel with a card attached to it which read "DO NOT OPEN UNTIL YOU GET HOME", written in marker pen. He put the parcel in one of his many pockets, and the two chums continued their search for David.

Passing through a tunnel lined with TV monitors, replaying scenes from a movie that featured a man who thought he was a bat, Darren suddenly gave a shout of joy and pointed to his right, for there sitting in a box with STAR LC 10 written all over it was David, drinking a can of Aet's milk. Running over to him, they found that he was alive at well except that for an unknown reason he wasn't able to say anything which was most odd for him considering that David is one of life's chatterboxes. (perhaps it was the Aet's milk). After their reunion, they continued their walk, surrounded by happy pilgrims with grace on their faces, carrying parcels and freshies, their quests completed. But for our merry trio, fate yet again threw a wobbler - the third commandment was broken!

"THOU SHALL BEWARE OF STRANGE GIFTS, ESPECIALLY THOSE WHO GIVE THEM FOR FREE!"

It wasn't Darren's fault he broke the third sacred rule, but then it happened so quickly. He had decided to take the lead, and at the time they were in a shady alley behind the YS stand, when suddenly a goblin in a blond wig dashed out of the gloom, swallowed Darren to the ground, stuck a pamphlet in his mouth, stuck a badge on his coat, said in an American accent, "Have a nice day!", and vanished, all in the space of a mega-second! This event had an odd effect on Darren, because suddenly before his two friends, he went

awful! Now at first he thought being invisible had it's advantages; like taking all the chocolate cookies from the pantry without being caught, or going into the showers of the local Women's rugby team after a day's practice (naughty, naughty! Why couldn't it had been me? other CO). But how would he comb his hair in the morning? Or see his pretty face in the mirror? Deciding that invisibility was a liability, he caught hold of the badge and removed it, and thus returned him to visibility. Looking at the badge, it turned out that it was cursed, and made by a collection of zeroites, whose way of making fun as others was by turning people into nothing. On the other hand, their mag looked very good indeed, and so he promised himself to have a copy from their stand if time allowed.

But time had passed away at floating speed, for the last day of the extravaganza was drawing to a close. The majority of the merchants had begun to pack up, some even resorting to give away their unwanted stock for free. A steady流 of pilgrims were heading home, trampling through a sea of discarded leaflets and brochures. Out of the shadows, dark suited figures has appeared - gleaning-gatherers, collecting the share for the mysterious organisers from the merchants. Some of the merchants had tried to flee without paying, their rash act punished by being blasted by the gatherer's gauge-guns, and turned into puddles of gloopo case that resembled car wax. As our three adventurers left, they heard a soft sigh. Turning, they saw the wise old man, with the carved tablet under his left arm, walking into the gathering mist. And didn't he have a glimmer in his eyes, as if he knew something terrible was going to happen to the trio, or was it just a trick of the light?? At the time none of the three were certain. It was only when they got home that terror touched their souls (D! this is supposed to be a humorous, silly story, not a rip off of a Steven King monologue!! CO, and the base of the extravaganza finally came into being).

It was late when the wise man got to his cottage. As soon as he opened the door, a pungent smell filled his nostrils, making him cough. The cat had done a prance over his best pair of slippers. Cursing, he found the furry menace, and kicked him out through the window. His merriment sounded like fast drivers on the nearby motorway. To add more trouble, his chicken dinner had left on the oven, had fled, leaving a note had it had gone to find warmer latitudes. So making do with a hot needle, he settled down for the night, only to be interrupted by a scream coming from the depth of his crystal ball. Peering into it, he saw a young black haired lad, thrashing up and down on a rippled parcel. But why was he so angry? He then recognized him as one of the three adventurers whom he'd seen at the extravagance. The ones whom he'd warned about breaking His four commandments, which due to their stupidity they had still broken. Each had broken one commandment, and for doing so, as he knew, now had to contend with his action by having the base placed upon him. For the forth commandment did state - **"THOU SHALT BREAKS ANY OF THE THREE COMMANDMENTS SHALL HAVE THY WORSE SANE, OR FEAR, PLACES UPON HIM, AND WILL IN NEXT TIME NOT TO BREAK HOUSE PRAYEST."** Deciding that this would make more interesting viewing than watching Hogan with Johnathan Ross, he settled down to see what had happened to each of the trio beginning with the one whom had brought a mysterious package...

Tom, now having got home, could open his parcel to see if his beloved mixer was inside. But to his horror, there was nothing inside except a box and another card, which read: "Gilly cobber! Must admit you were a good sport to hand over your pennies, but since last time I ran offa nice, and I've got my chuckle and wallabies to feed, and the old dragon to pay, I thought to myself 'Well, you've got no right to grumble, and unless these taxes are paid, you're gonna end up with a boomerang on your billibong, so I've nothing to sell but nothing.' So cobber, that's what you got. Nothing! Well I hope

you isn't going to get crook over that, between you an me, just find the nearest sheila and she's sure to make you forget this bliss. So goodbye and so long!" signed Wyatt A. Plesser. This revelation didn't go down with Tom at all. He had had his most desired possession dangling in front of him, and taken away by some Dopey swindler who needed the cash desperately. Frustrated, he began to stomp up and down on the floor, and his banging was so loud that the Neighbours thought he was mad for being forced to watch *"Home and Away"*..

Peering even deeper into the crystal ball, the old man saw another vision appear; showing a gingered haired youth opening the door of his room. What curse would befall him? He watched, eating peanuts nervously as he did so.

Gavod still couldn't talk, due to over-drinking Ant's milk. He was worried that his house seemed deserted, and cold. Leaving the box with the pricier trunks, in the hall, he crept through the house, yet jumped high into the air, hitting his head on the ceiling when the door behind him suddenly slammed shut. Then his skin got goose-pimples, as he heard a strange wailing noise, calling out his name. Then he felt a pair of hands touch him on his back, he spun around, and, there were his two darling sisters, Dracula and Frankenstein (A lot worse than death!) Once Edi) the sight of these 2 fiendish demons, caused a scream, that unfortunately caused a minor earth tremor throughout Shropshire.

Peering deeper (how much deeper can he see into this ball before he falls in?) Edi, the old man saw the last adventurer had already settled down for the night, and was typing away on his Spectrum. What would befall him? He tipped his Diet Pepsi, and waited.

Still with the memories of the adventure to the extravagance fresh in his mind, Danree had decided to write up the show report for ZAT. Deciding to be rather creative, he chose to make it into an adventure story, than a boring, account of the day's events. So he began to type away, letting his imagination run wild.



ON THE ROAD

David Lidbury

Welcome to "On the Road". This terribly titled section is the answer to the problem how can an Executive Editor have an editorial, when one already exists? Well, this column is a sort of newsdesk/comment/report type thingy, which I'll do on a regular basis. However, if you can think of a better name, then please send it in! I may even find a prize to award!

Anyway, I seem to have been doing a lot of travelling these last few months. First, down to the historic town of Bath, to meet the editor of YSS Matt Bidby, who was kind enough to give me a tour of Future's offices & then to give a long interview as a massive part of which you can read this issue. As well as that little visit, I have just returned from that haven of the insane & not so insane: The All Formats Computer Fair in London.

I was keen on going to this show, after hearing that Marcus Miles & Gordon were attending. No doubt you have heard of the reports of MG's problems recently; some of these rather exaggerated, in the best traditions of British journalism. Well, I wanted to find the truth, from the horse's mouth (in a manner of speaking!).

After the obligatory 3 1/2 hour journey (which I won't go into) I arrived at Earls Court, jumped on the Victoria Line (which I jumped off quickly due to an electric shock!) and bore the cramped, shabby conditions of the underground to Victoria. From there, my accurate sense of direction (Sir Dizzel here? I can find my way out of any maze!) took me straight to the Horthy Hall.

This building, which resembles more the Liverpool Docks than Earls Court, at least allowed breathing space. I made my way straight up the side of the stands to where a one pound show guide (for 16 AS pages?) and SAM COMPUTERS LTD (better known as SAMCO) were located.

Before I got that far, I met Steve Nutting (of Steve's Software) at his stand. This was

the first time I had met Mr Nutting in the flesh, & I was rather pleased that he liked Andrew's review of his SAM Assembler, in issue 3. I then showed him a few routines that Matthew had given me, belonging to the Phoenix Effect. (when it is finished!). This was slightly awkward since I didn't understand them! Steve was rather impressed, as they must have been good! He told me that he had re-released his excellent +3 Toolkit Disk, so if you have a +3, check out our review next time! He also added that due to a few minor quirks on the new SAM ROM, he may have to produce a further update for his assembler. I do believe that he may have an additional program, as a freebie, on this version, but more about this next time. Before I moved on, he promised an interview for a future issue.

Next stop the Enigma Variation's stand. I couldn't get to the stand at first, as a group of kids were playing a loud, noisy game on an ST or something. I was wrong as I kicked my way through the (now screaming) kids. It was apparent that they were playing the SAM game Defenders of the Earth (Reviewed in this issue).

Honestly, if I was just buying the game on impressions alone (as opposed to buying the first full-priced SAM game for review purposes) I still wouldn't have bought it! On the stand, Enigma were selling a few other SAM titles: Mindgames 1 (sounds familiar!) and Football Director 2. The programmer behind Defenders, Rob Holborn explained to me some of the complications involved in sprite movement & full screen scrolling? Yes, I didn't understand a word of it! (How I know how Gamma feels, when Andrew & Matthew start talking!)

An Enigma spokesman said that they were working on an adventure for release soon, only available for SAM, a 'Tannous Five' story! This should be on sale by the time you read this. They also have a rather impressive sounding arcade-blaster coming up, in the same vein as Xenon. They also said that they were on the look-out for any good SAM titles & were talking to software houses about converting existing games, and new releases. I think I'll have to speak to them again, when our game is near to completion!

Finally moving around the stands, I caught up with the elusive Alan Milne, busy selling

SAM's and interfaces, I had a lengthy chat with him, where he explained that SAMCO would be concentrating on supplying the new SAM ROM & OS, covering the repair warranties & helping develop new software & possibly new hardware. To do this, they have formed TEAM SAM. A group of independent people and companies co-operating to help the SAM. Anyway, you can contact them at 7 Clevedon Court, Uplands, Swindon, SN2 8RG.

You can also contact P&T (the firm behind SAM repairs, they may also do Spectrum repairs) by ringing 0619 885000. The man behind P&T, Paul Thomas, is a former MGT man, so he has a lot of experience with SAM and the interface. Miles and Gordon have also got a number: 0898 299380. This is the new SAM Hotline. Priced at 30p per min (25p from 6pm, to 8pm, so watch the bills!) Although at the moment, there is no definite buyer for MGT, it is not impossible that SAMCO could re-buy their own company eventually. I think I'd rather see Miles & Gordon at the helm of MGT than say, Alan Sugar (No offence Al, but you're hardly Mr popular!)

On the subject of Mr Saccoccia, have you heard of his latest computer range, the Amstrad Plus range? What he has done, is to take the CPC computers & give a fairly good console to them, so they can't use any additional console features! It's cheap, tacky, the colour schemes awful! He'll sell millions of the things!

Anyway, that was all at the August All Formats show, and I have only just returned, this minute, from the September show. (I'm cutting it a bit fine with my copy time here!)

All I can add about this one, is that it was much more packed than August's, particularly the SAMCO stand, where I finally picked up a ROM upgrade pack. Alan Miles & Bruce Gordon were rushed off their feet in business! Next door to them, *Enigma Variations*, were showing off a rather interesting platform game "SAM strikes out", which we may even get a chance to look at next time (if it's finished!). I also picked up some information on a new disk based SAM magazine, but more about this next time! Till next time,

D. Leesbury

FROM PAGE 25...

adding such things as trolls guarding the underground railway station, letting the editor interrupt the story, and coming up with the idea of having mystical commandments to show the dangers of mis-behaving at such a disguised event, and having the three of them being cursed by their worse fears. Now Lee and David's were easy to figure out, but for ours, he just couldn't quite decide upon. Perhaps his tormenting brother, or having no Doctor Who to watch over again could be used. But as he continued to write and write, it suddenly dawned on him that his particular fear had been chosen for him. As hard as he tried, he just couldn't stop writing, couldn't stop to figure out a way to end his story. As the idea of writing forever lapsed into his brain, he wondered if his tale in years to come would be regarded as suitable material for a movie, perhaps the idea of making a bit of money from this base thing could be...

Leaving the last adventure to his fate, the old man unplugged his crystal ball, and shuffled to his bed. He doubt next year's extravagance would have other adventurers breaking the rules, they too being cursed. The cat-flap opened, and the poor unfortunate cat came through hobbling, supported by scratcher, followed by a mumble chicken dinner that hadn't found alternative lodgings. The next year, as did every year, some unlucky felloeys would have the bone placed upon them. He snored loudly as he slept, and outside the mist came down from the hills and the night became ever darker.

THE END (HAWK 100% AU).

Wallpaper Strip by scholes & db.



What's up next...?

Next Issue: Matt Blasby interview Pt.2, Plus 0 Hacker review and the blessed turtles. Plus all the usual stuff, but second week in November. See you!

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